

FIG. 1

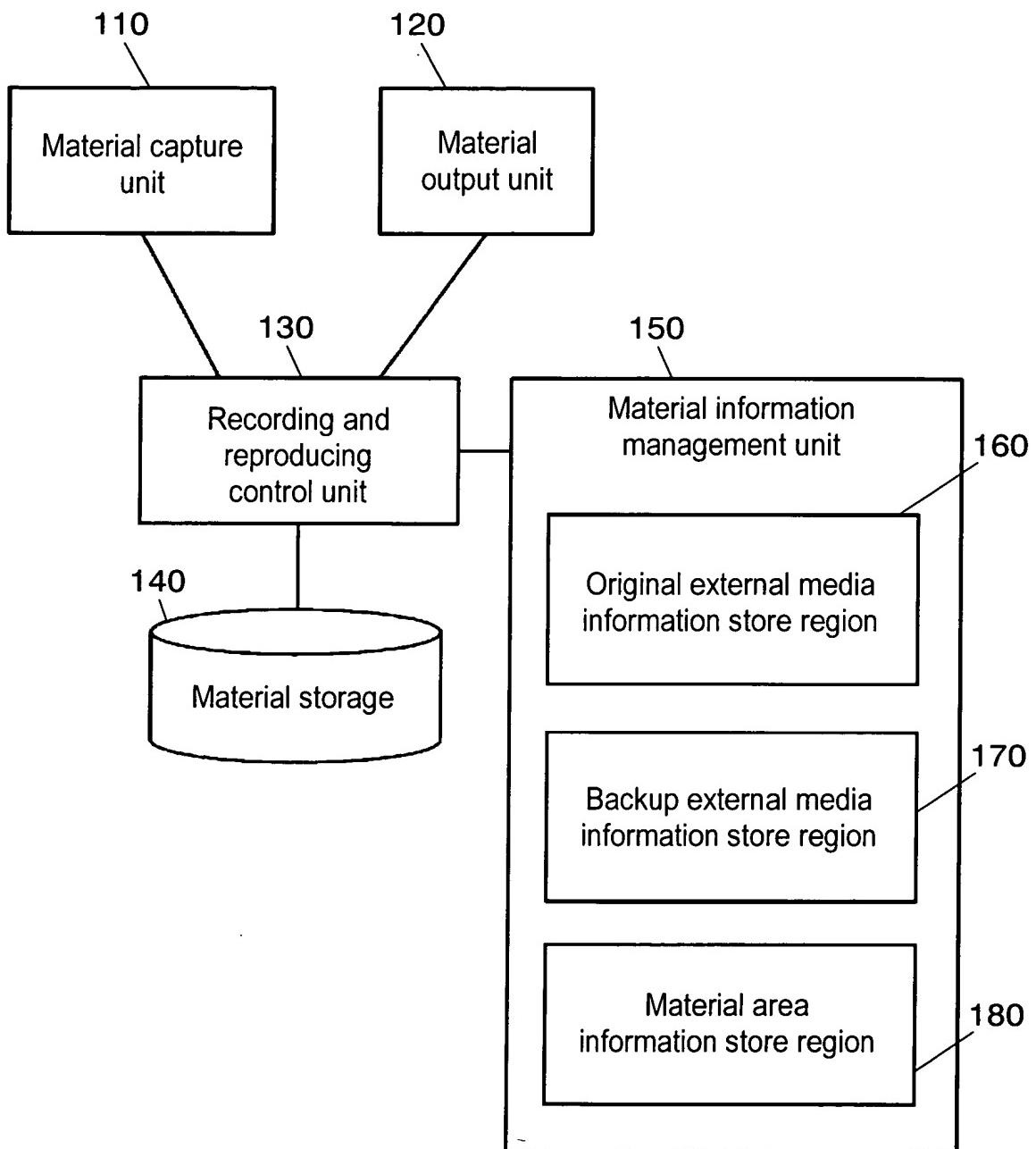


FIG. 2

The diagram illustrates a memory structure for an editing apparatus, organized into nested regions and pointers. The structure is defined by the following pointer values:

- 141: Points to the start of the main table.
- 181: Points to the start of the "Material area information" section.
- 161: Points to the start of the "Original external media information" section.
- 163: Points to the start of the "Backup external media information" section.
- 162: Points to the start of the "Reel number" column.
- 160: Points to the start of the "Time code" column.
- 170: Points to the start of the "Backup external media information store region".
- 171: Points to the start of the "Reel number" column within the "Backup external media information" section.
- 172: Points to the start of the "Time code" column within the "Backup external media information" section.
- 173: Points to the start of the "Backup external media information" section.

The table structure is as follows:

Material identifier	Material area information		Original external media information		Backup external media information	
			Reel number	Time code	Reel number	Time code
Material 1	Sector 100-130	10000000	01:00:00:00-01:00:30:00		50000000	05:00:00:00-05:00:30:00
Material 2	Sector 200-250	20000000	02:00:00:00-02:00:50:00		60000000	06:00:00:00-06:00:50:00
Material 3	Sector 300-380	30000000	03:00:00:00-03:01:20:00		70000000	07:00:00:00-07:01:20:00
Material 4	Sector 400-470	40000000	04:00:00:00-04:01:10:00		80000000	08:00:00:00-08:01:10:00
			Material area information store region		Original external media information store region	

FIG. 3

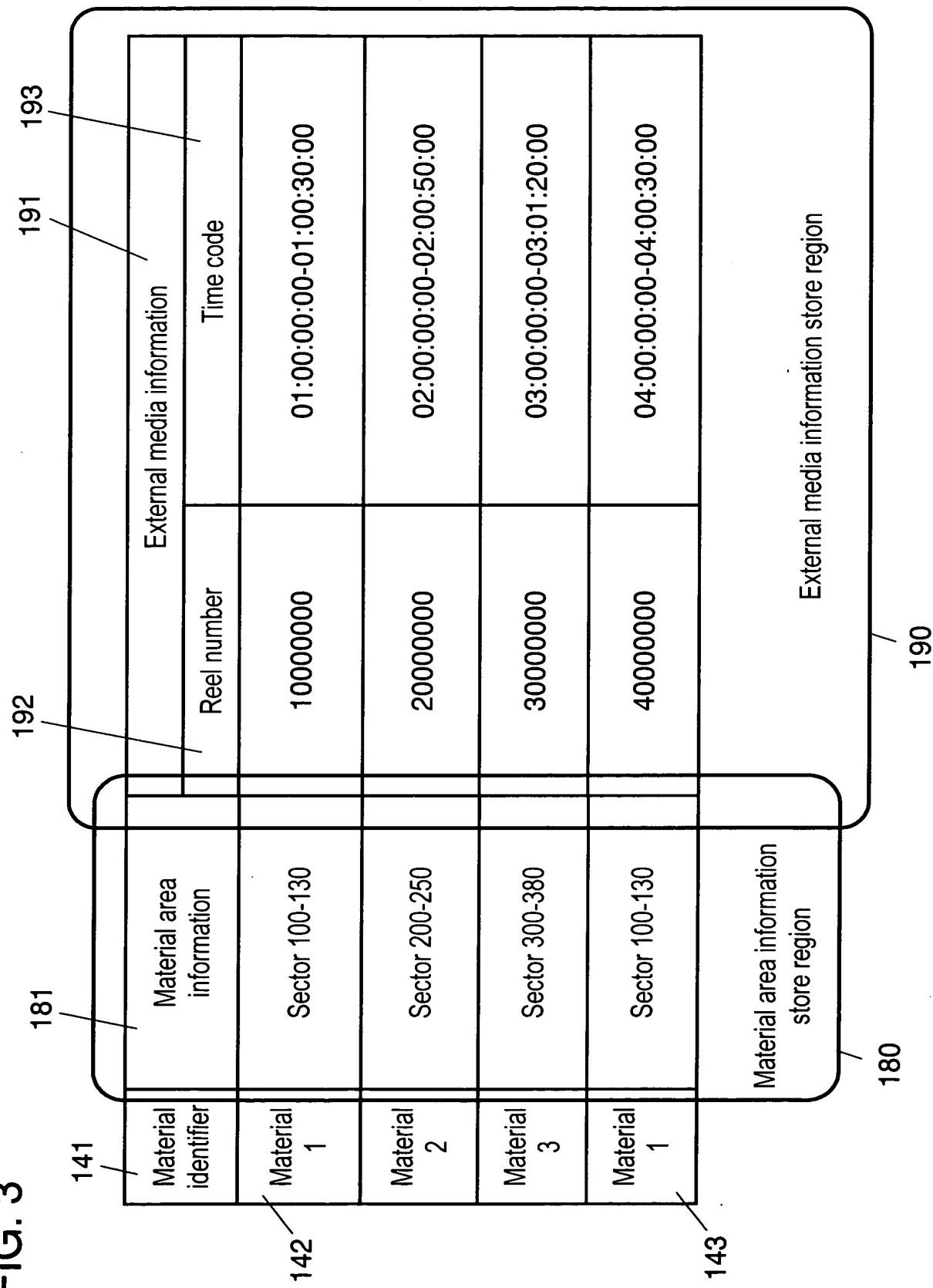


FIG. 4

The diagram illustrates a memory structure with four main material areas, each associated with an external media information region. The material areas are labeled 141, 161, 164, and 181. The external media information regions are labeled 160, 164, 165, and 181 respectively. The material areas are represented by rounded rectangles containing tables, and the external media information regions are represented by rounded rectangles surrounding the material areas.

Material area information:

Material identifier	Material area information	Media identifier	First information	Second information	Media identifier	Third information	Fourth information
Material 1	Sector 100-130	000	10000000	01:00:00:00-01:00:30:00	001	00010100	00002000-00002800
Material 2	Sector 200-250	001	00010000	00001000-00002000	010	00000110	00001000-00001800
Material 3	Sector 300-380	010	00000100	00000000-00001000	011	00100110	AAAACCCC-AAAADDDEE
Material 4	Sector 400-470	011	00100100	AAAAAAA-AAAABBBB	000	80000000	08:00:00:00-08:01:10:00

External media information store region:

Region	Information
160	Original external media information store region
164	Backup external media information store region
165	Original external media information store region
181	Backup external media information store region

FIG. 5

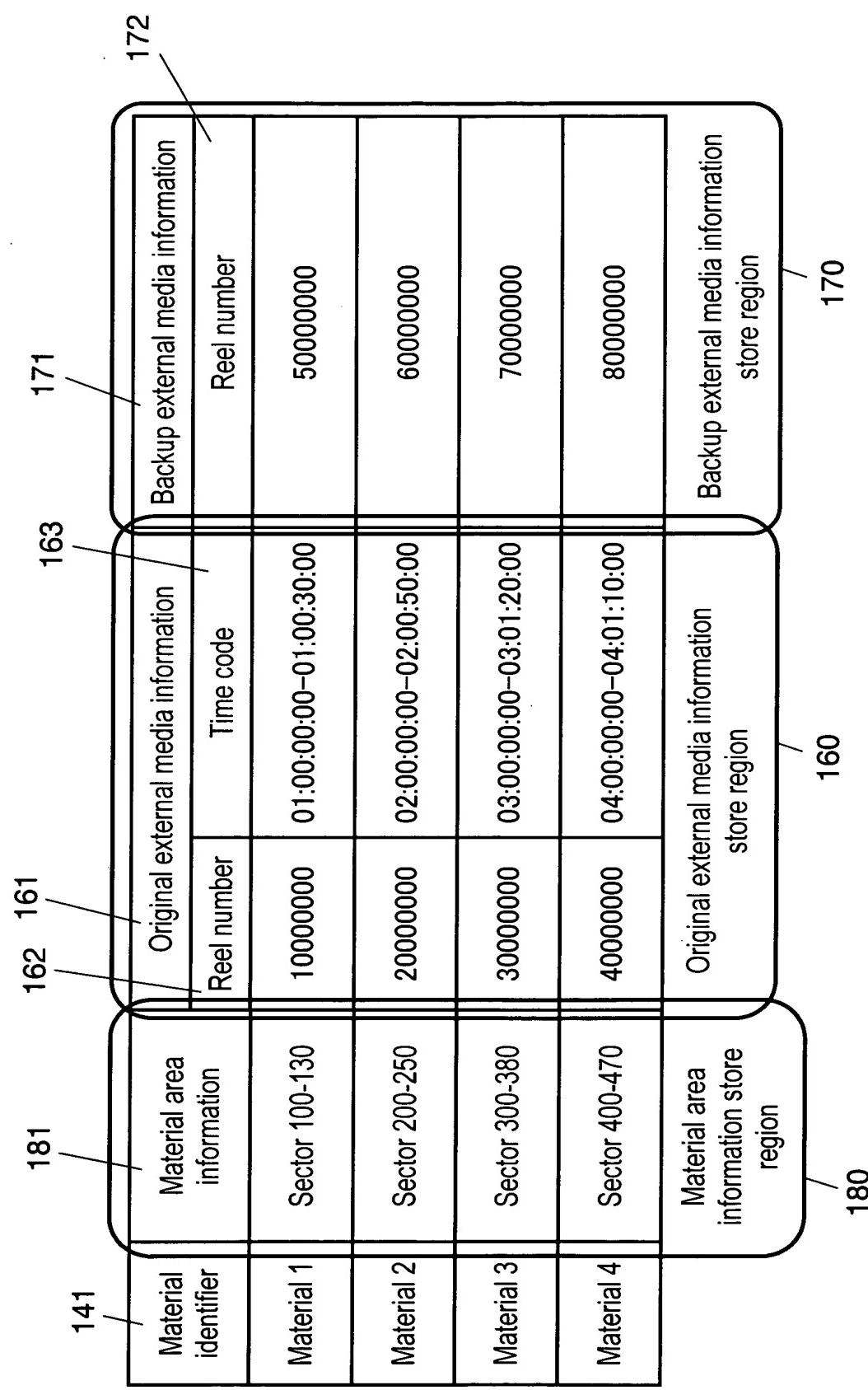


FIG. 6 PRIOR ART

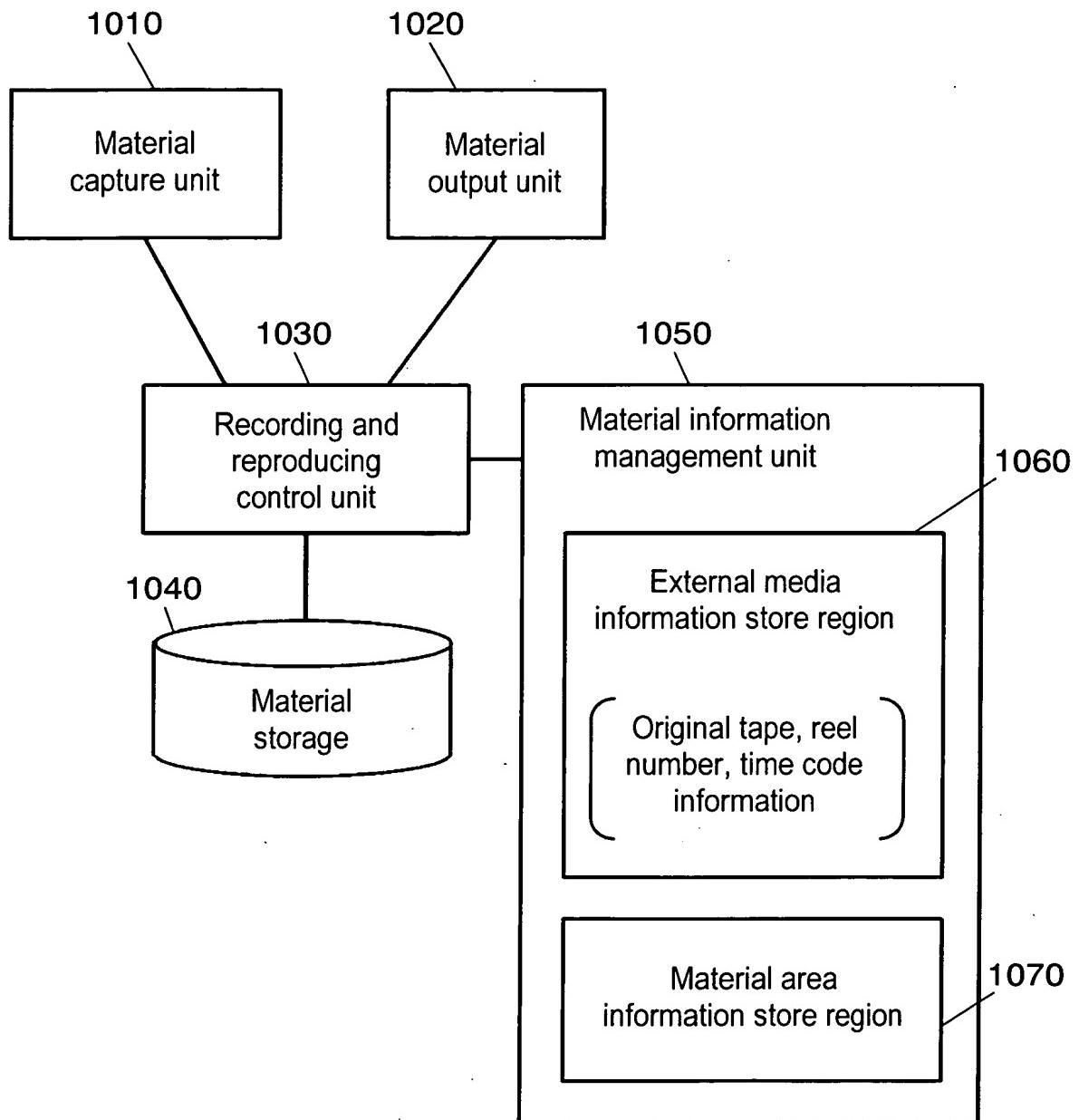


FIG. 7 PRIOR ART

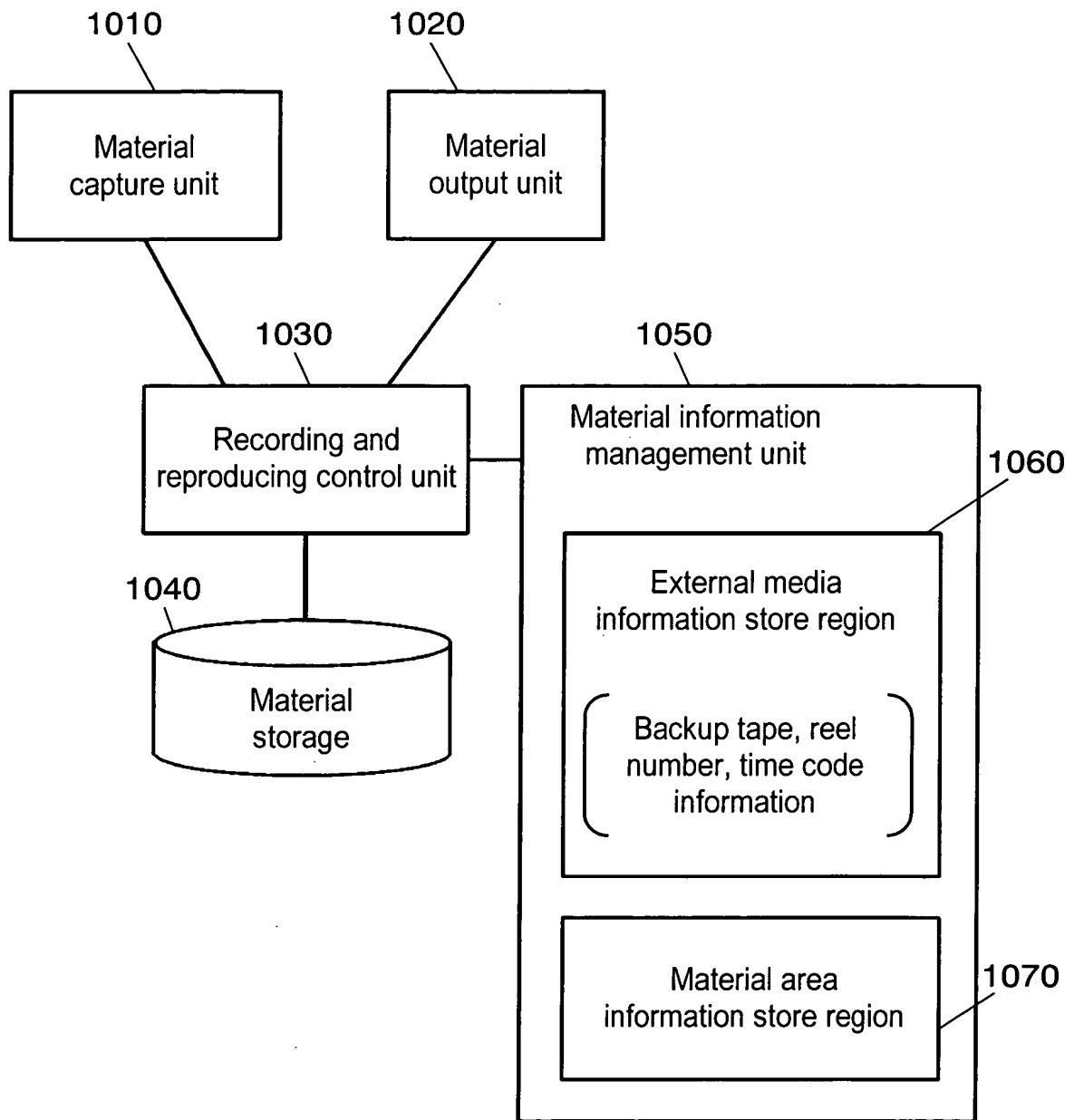


FIG. 8 PRIOR ART

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Material identifier	Material area information	Reel number	External media information	Time code
Material 1	Sector 100-130	10000000		01:00:00:00-01:00:30:00
Material 2	Sector 200-250	20000000		02:00:00:00-02:00:50:00
Material 3	Sector 300-380	30000000		03:00:00:00-03:01:20:00
Material 4	Sector 400-470	40000000		04:00:00:00-04:01:10:00

Material area information
store region

External media information store region

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